

## LOADING INSTRUCTIONS

**Spectrum:** Rewind the tape to the beginning of side A, then type **LOAD " "** (ENTER). 128K owners use the loader option.

**Amstrad:** Rewind the tape to the beginning of side A. 464 hold down **CTRL** and tap the small **ENTER** key. 664/6128 type **I(shifted @) TAPE** (ENTER) then type **RUN"** (ENTER).

**Commodore 64/128:** Hold down **SHIFT** and tap the **RUN / STOP** key. 128K owners ensure the machine is in 64K mode.

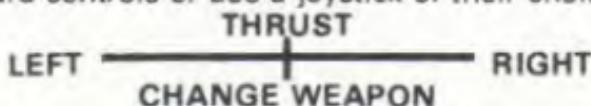
Please follow all on screen prompts.

### THE STORY

The evil alien snake brothers, Jim and Quintin have over-run our top secret undersea base Atlantic 5. As the pilot of the amazing prototype submersible, The Shark, you have been chosen to liberate the base from reptilian hands.

### CONTROLS

C64 owners use a joystick in port 2. Spectrum and Amstrad owners may redefine keyboard controls or use a joystick of their choice.



**FIRE** (tapped) fire laser

**FIRE** (held) fire selected weapon

**LEVEL 1:** The 3 reactors depicted by heavy machinery at the right of the screen must be destroyed to gain entrance to the next level.

**LEVEL 2:** You must explore this level and find the entrance to the snake brothers lair.

**LEVEL 3:** The lair itself; On entering this level you will notice that one of the snake brothers (Jim) has escaped, however, you must kill the remaining brother in order to complete the game. On the C64 version your auto-pilot and combat computers will kick-in at this point, you can sit back and watch Quintin get what he rightly deserves.

Initially your craft is armed with a small phased plasma armour piercing laser weapon, which may be up-graded, and twenty wire guided torpedos and fifteen high power impact mines. You may also collect: bouncing bombs, a plasma blaster, shield, extra energy and a high power generator. These objects are dropped by exploding enemy craft. Contact with enemy craft will result in energy drain.

The panel displayed at the top of the screen will give you the following essential information; **Energy Level, Weapon System in use, Score, Lives left, Remaining Weapons.** Textual information is displayed under this panel.

## CREDITS

Original concept & design  
Spectrum code  
Spectrum graphics  
Amstrad code & graphics  
C64 code & graphics  
C64 music  
AY music  
AY player  
Z80 loading screens  
Artwork  
Logo  
Mastering  
Mail order  
Textuals, story & shots  
Inlay production

Sonia Knight  
Paul Griffiths  
Jabba  
Richard Cooke  
Philip Ruston  
Digital Light & Magic  
Ian Sheridan  
Andy Severn  
Jabba  
Peter Austin  
Jon Clark  
Kevin Parker  
Sunglasses McCann & Belinda  
Simon 'Wildcard' Daniels  
Pete, Jon, Si, Steve T,  
Stevee Dee, Simon & Mike

Production

Simon Daniels



I don't believe it! Yet another Crazy Players Title  
Duplication, Design & Print by Interceptor Limited  
*Check your local stockist for future titles.*

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If you are unable to obtain a specific Players or Players Premier title from your local stockist you may order direct from our mail order department.

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BBC/ELEC C16 C64 SPEC CPC

JOE BLADE 2	<input type="checkbox"/>				
JOE BLADE	<input type="checkbox"/>				
STREET GANG		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SWORD SLAYER		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SHANGHAI WARRIORS		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SHANGHAI KARATE		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PSYCHO CITY			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
EAGLES NEST			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TOMCAT	<input type="checkbox"/>				

**TITLES AVAILABLE ON CASSETTE Only £2.99 each**

BBC/ELEC C16 C64 SPEC CPC

SHARK	<input type="checkbox"/>				
WAR MACHINE	<input type="checkbox"/>				
MUTANT FORTRESS	<input type="checkbox"/>				
MOVING TARGET	<input type="checkbox"/>				
COBRA FORCE	<input type="checkbox"/>				
SPOOKED			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STREET CRED' FOOTBALL		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TASK FORCE	<input type="checkbox"/>				
SUBWAY VIGILANTE	<input type="checkbox"/>				
STREET CRED' BOXING		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dear Belinda, please send me the game/s indicated. I have enclosed a cheque / postal order for £.....

**NAME.....**

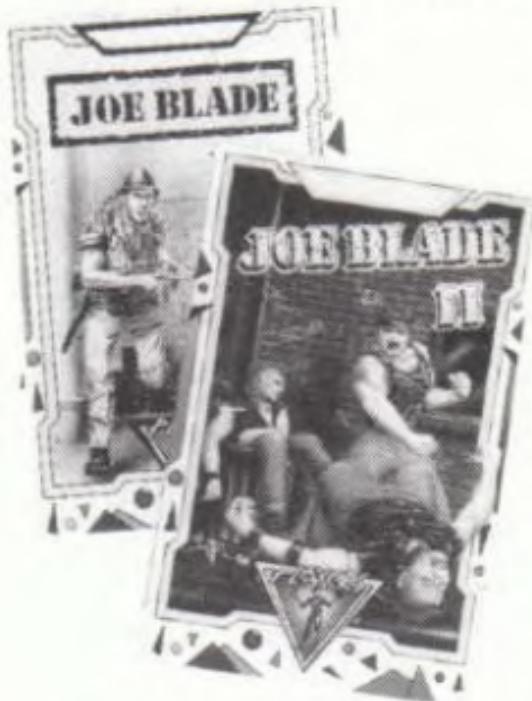
**ADDRESS.....**

**POSTCODE.....**

Send this order to: Players (Mail Order Dept.), Mercury House, Calleva Park, Aldermaston, Berks, RG7 4QW.

# OUT SOON!

# JOE BLADE III



In 1987 PLAYERS  
brought you  
**JOE BLADE!**

He was back  
in 1988 with  
**MORE MUSCLE &  
MORE ACTION**

In November PLAYERS PREMIER  
will launch JOE BLADE III  
on an unsuspecting world.



"He's here, and  
they've given him  
his gun back"

WE DON'T NEED  
RE-RELEASES WE'VE GOT JOE BLADE

# **LOOK OUT FOR.....**

## **LOS ANGELES DRUGS BUST**

*Grab that UZI: This time you won't need  
a search warrant*

## **LOST LEAVES**

**A SUBTERRANEAN NIGHTMARE!!!**

## **SAIGON COMBAT UNIT**

**THE HARDCORE MARINE CORP  
BACK IN ACTION KICKING SOME BUTT**

**OUT SOON ON PLAYERS PREMIER**

**JOE BLADE SAYS NO TO RE-RELEASES**

**PLAYERS - Mercury House, Calleva Park,  
Aldermaston, Berks. RG7 4QW.**